

However, this form of technology may be more confusing to grasp. The British museum display employs a more standardised touch to select user interface. This may be easier to comprehend, however, it limits the level of control a user has.

The displays both use metaphors to further their usability. The med museum's use of easily recognizable symbols, such as a question mark, that is used to help a user when pressed ~~add~~, is an example of a metaphor in use. The British motor museum also uses metaphors, however they also provide text to affirm the meaning of outputs. The last human factors both museums use is affordance. This is achieved by showing the interactive elements of the interfaces, such as buttons, with protrusions.

A recommendation can be made that the british motor museum could improve its user immersion. The visual perception of the display is static, by providing a 360° viewing angle of the cars will improve the user experience. Additionally ~~as~~ a hearing element could be added to the display. This would improve user experience as currently the display is text heavy making the user having to put in less effort. Furthermore this ~~an~~ improvement makes the application more accessible by allowing visually impaired users, to gain an experience. ~~The last~~ ^{Another} recommendation i would make would be to implement braille, this would provide blind users an more immesive experience, again making the ~~sy~~ display more accesible, hence improving user experience. The last recommendation is to use colour blind features. As the display shows cars, it would improve user experience if they could, change the colour mode, to give